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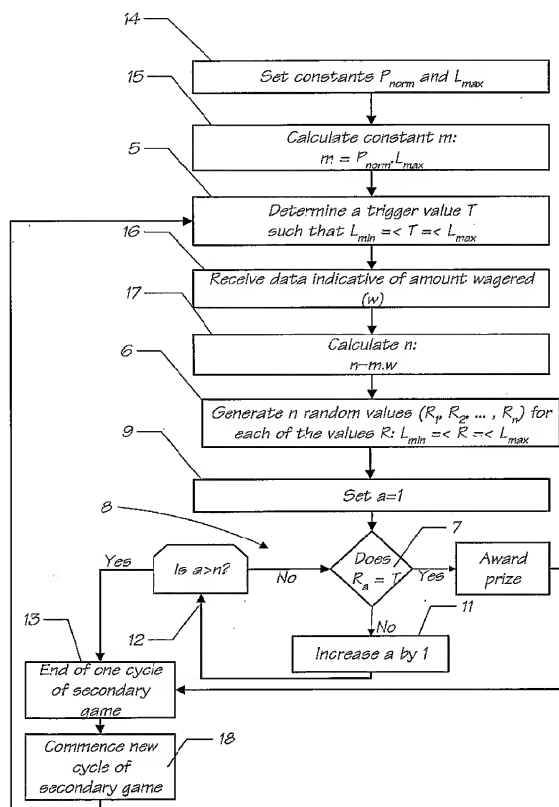
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[Continued on next page]

(54) Title: METHOD AND APPARATUS FOR AWARDED A PRIZE



(57) Abstract: A method for awarding a prize is disclosed. The method includes the steps of determining (5) a trigger value T (preferably related to an operating parameter such as a turnover meter or the number of games played) from within a predetermined range of values ($L_{min} \dots L_{max}$); generating (6) a number n of random values R_a , each within the predetermined range of values; comparing (7) each of the random values with the trigger value; and awarding the prize if a predetermined relationship exists between at least one of the random values and the trigger value. In the preferred embodiment, the method is performed at the gaming machine level in a network of linked gaming machines, and the prize is awarded in the event of one of the random values being equal to the trigger value.



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TITLE: METHOD AND APPARATUS FOR AWARDING A PRIZE**FIELD OF THE INVENTION**

The preferred embodiment of the present invention relates to a method and apparatus for awarding a prize. In particular the invention relates to a method and
5 apparatus for awarding a prize in a non-deterministic fashion.

The invention has been developed primarily for use with a plurality of interlinked gaming terminals in one or more gaming establishments and will be described hereinafter predominantly with reference to this application. However, the invention is not limited to that particular field of use and is also suitable for use with a stand-alone
10 gaming terminal, online gaming, lotto, pools, lotteries, art unions, bingo, raffles and other games involving one or more wagers being placed upon an outcome having a finite probability of occurring.

BACKGROUND

It is known to link gaming terminals to provide a number of additional
15 functionalities. This includes the ability to control the awarding of a prize, as the pool of available funds is greater and the amount of funds available is known rather than having to be estimated.

Another functionality of interlinked gaming terminals is that secondary gaming is possible. The use of such functionality is intended to provide additional impetus to the
20 gamers to play the primary games offered by the terminals and thereby win the secondary game jackpot prize in addition to any prize available to be awarded in relation to the primary game on the respective terminal. For example, for a given group of interlinked gaming terminals, a central display provides the gamers with a visual indication of a presently available jackpot prize that is being incrementally increased as
25 the gamers operate the interlinked gaming terminals by playing the primary game. It is known by the gamers that the secondary jackpot prize will be awarded when it is incremented to a randomly selected value that is less than a predefined value. Typically, the predefined value will also be visually indicated to the gamers by the display. Hence, the probability of a jackpot being awarded generally increases over time, as the prize is
30 progressively incremented toward the randomly selected value. The term “deterministic” is used to describe such jackpot systems wherein the probability of

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winning the jackpot does not remain constant over time when all other variables, for example the amount wagered, are held constant. In contrast, the term “non-deterministic” is applicable to those jackpot systems wherein the probability of winning the jackpot remains constant over time when all other variables are held constant. The treatment of jackpot systems varies in some jurisdictions depending upon whether the system is deterministic or non-deterministic.

The discussion of the prior art within this specification is to assist the addressee understand the invention and is not an admission of the extent of the common general knowledge in the field of the invention.

10 SUMMARY OF THE INVENTION

It is an object of the present invention to overcome or ameliorate at least one of the disadvantages of the prior art, or to provide a useful alternative.

According to a first aspect of the present invention there is provided a method for awarding a prize, said method including the steps of:

- 15 a) determining a trigger value from within a predetermined range of values;
- b) generating a number of random values, each of said random values being within said predetermined range of values;
- c) comparing each of said random values to said trigger value; and
- d) awarding said prize if a predetermined relationship exists between at least one of said random values and said trigger value.

Preferably the number of random values generated in step b) is dependent upon an amount wagered. More preferably, the number of random values generated in step b) is a multiple of the amount wagered. In some preferred embodiments the multiple is selected in accordance with a predetermined normalised probability of winning.

25 The trigger value and the random values are preferably integers. In some preferred embodiments, the predetermined relationship is equality between said trigger value and at least one of said random values. Also preferably, the predetermined range of values corresponds to a range of possible values associated with a meter in an electronic gaming machine. For example, in one preferred embodiment the meter is a total turnover meter and the trigger value is the total turnover value at a completion of a play of the primary game of the electronic gaming machine. In another embodiment, the meter is a turnover meter, stored by a network interface card of the gaming machine, which indicates the turnover of the machine while connected to the network. In such an

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embodiment, the trigger value may again be the value of the turnover meter at completion of a play of the primary game. In yet further embodiments, other meters may be used: for example, a meter indicative of the number of times the primary game has been played. In such cases, the trigger value may again conveniently be selected as
5 the value of the meter after completion of a play of the primary game.

The method is preferably implemented upon a plurality of networked electronic gaming machines.

In such cases, the steps of the method are preferably performed at the individual machine level. For example the method may be performed by a main logic controller of
10 each gaming machine, a processor of a network interface card within each machine, or by the two in cooperation with one another.

According to another aspect of the present invention there is provided an apparatus for awarding a prize, said apparatus including:

means for determining a trigger value from within a predetermined range of
15 values;

a random value generator for generating a number of random values, each of said random values being within said predetermined range of values; and

a processor in communication with said means for determining a trigger value and said random value generator for comparing each of said random values to said
20 trigger value so as to award said prize if a predetermined relationship exists between at least one of said random values and said trigger value.

Preferably the random value generator includes an input adapted to receive data indicative of an amount wagered and the number of random values generated by the random value generator is dependent upon the amount wagered.

25 In one preferred embodiment the predetermined range of values corresponds to a range of possible values associated with a meter in an electronic gaming machine, for example a turnover meter. In said preferred embodiment the means for determining a trigger value is in communication with the turnover meter and the trigger value is equal to a turnover value at a completion of a play of the primary game of the electronic
30 gaming machine.

BRIEF DESCRIPTION OF THE DRAWINGS

A preferred embodiment of the invention will now be described, by way of example only, with reference to the accompanying drawings, in which:

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Figure 1 is a schematic depiction of a preferred embodiment of the invention;

Figure 2 is a flow chart showing steps performed in a preferred method of implementing the invention; and

Figure 3 is a schematic depiction of components of the preferred embodiment.

5 DETAILED DESCRIPTION

A preferred embodiment of the invention is implemented on a network of electronic gaming machines as shown in Figure 1. Each of the electronic gaming machines 4 is connected via a local area network (LAN) to one of a plurality of auxiliary controllers 2, each of which, in turn, is connected via a wide area network (WAN) to a
10 primary controller 1. Further details regarding another preferred embodiment of such a networked system are disclosed in the applicant's co-pending Australian Provisional Patent Application No. 2003905792, the contents of which are hereby incorporated in their entirety by way of reference. However, the rules determining the award of a prize in 2003905792 differ from those used in the preferred embodiment of the present
15 invention. Additionally it will be appreciated by those skilled in the art that other preferred embodiments of the invention may be implemented on different hardware, for example on stand-alone gaming machines and in other contexts.

The preferred embodiment of the present invention provides for both primary gaming, which is typically, although not exclusively, of the poker machine genre, and
20 secondary gaming, which is funded from pooled contributions drawn from each of the linked gaming machines 4. The amount of each machine's individual contribution to the pooled fund is based upon the machine's individual turnover. In a particularly preferred embodiment, the method set out below for determining whether to award a prize is carried out in relation to a prize related to this linked secondary gaming.

25 Focussing on the secondary gaming functionality, the primary controller 1 and the auxiliary controllers 2 are responsible for tracking the turnover and for conducting the data processing for implementation of the logic of the secondary game. However, in other embodiments, the processors in each of the individual gaming machines 4 or in network interface cards in the individual gaming machines provide the data processing
30 for both the primary and secondary games.

Figure 3 is a block diagram illustrative of the components and functionality of embodiments. In the preferred embodiment, the components shown in Figure 3 are situated in the individual gaming machines, each machine having a separate

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processor 20, memory 24, and so on. In some such embodiments, the functionality is carried out by the main logic controller of the gaming machine: the processor 20 is the main processor of the machine. However, in other such embodiments, the functionality is carried out by network interface cards within the gaming machines: the processor 20 is a processor on the network interface card. In other such embodiments, the functionality is carried out by the network interface card and the gaming machine itself in cooperation. For example in one embodiment, the processor 20 is on the network interface card, while the turnover meter 21 is located within the gaming machine but separate from the network interface card.

In such embodiments, each machine determines, according to the method set out below, whether a prize is payable to the player of that machine. In the event of a prize being payable on two machines simultaneously, various strategies may be used to determine how the prize should be paid. Examples include apportioning the prize with reference to the size of the most recent wager on the winning machines, splitting the prize evenly among the winning machines, paying the prize to the machine having the highest turnover in a predetermine period, and so on.

The logical steps executed by the processor 20 are shown in Figure 2. The preferred method for awarding a prize commences at step 14 whereby a constant value is set for a desired normalised probability of winning, P_{norm} . This constant represents the probability of winning one game based upon a unit amount wagered. For the sake of an illustrative running example, P_{norm} shall be taken to be 0.01%. The processor 20 also sets a constant value for an upper limit of a range of values, L_{max} . For the sake of the illustrative running example, L_{max} shall be taken to be 99999999.

At step 15 the processor 20 calculates a multiple m , which is selected in accordance with the predetermined normalised probability of winning P_{norm} . More particularly, m equals P_{norm} multiplied by L_{max} . Multiple m is therefore 0.01% multiplied by 99999999, which rounds to 10000. Hence, $m = 10000$ in the running illustrative example.

The processor 20 then proceeds to step 5 at which a trigger value T is determined from within a predetermined range of values. The range of values extends from a minimum L_{min} to maximum L_{max} , which corresponds to a range of possible values associated with a meter in an electronic gaming machine. More particularly, for the purposes of a running illustrative example, we shall assume that the meter is the total

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turnover meter 21 of the electronic gaming machine 4, which ranges between 0 and 99999999 (as stated above, of course, a networked turnover meter maintained by the network interface card may alternatively be used). Hence, in mathematical terms, $L_{\min} = 0$ and $L_{\max} = 99999999$ and $L_{\min} \leq T \leq L_{\max}$. For embodiments in which L_{\min} is not
 5 equal to 0, some of the following formulas require amendment in a manner that is obvious to those skilled in the art. It will also be appreciated that alternative meters are used in other preferred embodiments, such as meters which track the number of games played and the monetary value of prizes awarded, etc. However, in running example, the trigger value T is set to equal the value of the total turnover meter at a completion of
 10 a play of the primary game of the electronic gaming machine 4. Hence, in the running example, if the value of the total turnover meter at the completion of a play of the primary game is \$102345, then T is set equal to 102345.

In the next step 16 the processor 20 receives data indicative of an amount w wagered in that machine 4 in a particular play of the primary game. In one embodiment
 15 in which insertion of coin into the machine commits that sum irretrievably to wager on the primary game, this information is received from a coin counter 22 in the relevant electronic gaming machine 4. In other embodiments, particularly those in which a fund pool is available to a player from which he may choose a sum to wager, this data comes from the main logic controller of the gaming machine. This data is then used in step 17
 20 to calculate a value n , which is equal to m multiplied by w . In the running example we shall assume that the amount of the wager w is \$5. Hence, n is equal to 5 multiplied by 10000, that is, 50000.

The next step 6 involves the generation of a set of n random values:
 R_1, R_2, \dots, R_n , each of the random values R being drawn from the predetermined range
 25 of values, L_{\min} to L_{\max} . As used in this document, including the claims appended hereto, the term "random" is to be construed so as to include "pseudo-random". Hence, a pseudo-random value generator 23, which is part of the processor 20, is used for the generation of the set of n random values. As n is equal to mw , it will be appreciated that the number n of random values R that are generated in step 6 is dependent upon an
 30 amount w wagered by the player using one of the electronic gaming machines 4 in any one play of the primary game. Hence, in the running example the set of random values consists of 50000 randomly generated values, R_1 to R_{50000} .

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In the preferred embodiment the trigger value and each of the random values are integers, however other embodiments make use of non-integral values.

Step 7 entails a comparison of each of the random values **R** with the trigger value **T** to determine whether a predetermined relationship exists there between. This is achieved in loop 8, which commences at step 9 with an initialisation of the variable **a** to the value of 1. The processor then compares **R_a** (that is **R₁** in the first iteration) to **T** to check whether a predetermined relationship exists there between. In the preferred embodiment the predetermined relationship is equality. In other words, the processor 20 uses its comparator 24 to check in comparison step 7 whether **R_a** is equal to **T**, however in other embodiments other relationships are used. If the predetermined relationship is present, the prize is awarded at step 10 and the process flow proceeds to step 13, which represents the end of one play of the secondary game. If not, the value of **a** is increased by 1 at step 11 and the loop 8 returns via the loop limiter 12 to comparison step 7 to check **R₂** against **T**, and so on. Once **a** has been increased so as to exceed **n**, the loop limiter 12 directs the process flow to the end of the secondary game at step 13. The process flow then returns to step 5 to commence a new secondary game cycle using the same constants **P_{norm}**, **L_{max}** and **m**. In this way the normalised probability of winning **P_{norm}** can be easily held constant over subsequent cycles of the secondary game, thereby ensuring that the secondary game is non-deterministic. In each secondary game cycle, however, the actual probability of winning a game **P_{act}** is a function of the amount wagered **w**, as follows: **P_{act}(w) = wP_{norm}**.

As illustrated schematically in Figure 3, the preferred apparatus for implementing the preferred embodiment of the invention includes a processor 20 in communication via communications links 25 with the total turnover meter 21 and a memory storage unit 24 adapted to store the value of the various constants and variables, such as the value of the total turnover meter 21 at the completion of a gaming play of the primary game. This collectively forms a means for determining the trigger value **T** from within the predetermined range of values, **L_{min}** to **L_{max}**. Processors suitable for this task are well known to those skilled in the art. The processor 20 includes a comparator 26 embedded within the processor 20 for comparing each of the random values **R** to the trigger value **T** in step 7.

The preferred apparatus also includes a random value generator 23, which is embedded within the processor 20 and is used for generating the set of random values **R₁**

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to R_n . As noted above, this takes the form of a pseudo-random value generator, as is well known to those skilled in the fields of computing and electronics. The random value generator includes an input adapted to receive data indicative of the amount wagered w . As indicated above, in some embodiments this data is provided by a coin counter 22, which is operatively associated with a coin slot provided in each of the electronic game machines 4. The coin counter 22 is connected via communications link 25 to the processor 20. In other embodiments, this data is provided by the main logic controller of the electronic gaming machine.

The above-described preferred embodiment is a single level secondary jackpot game. However, another embodiment has multiple level secondary jackpot type games, which may run either sequentially or concurrently in each gaming cycle. The following tables set out variables and other values in connection with such a multi-level secondary game, on a network of ten inter-linked gaming machines 4 in which there is a different normalised probability P_{norm} of each prize being won, and in which the turnover meter is used as the predetermined range of values and the present value of the turnover meter is used as the trigger value.

Level 1 (initial jackpot value: \$10,000)

EGM	Pre-game Turnover	Amount Bet (w)	Post-game Turnover (T)	Upper limit of turnover meter (L_{max})	Multiple (m)	Actual Probability (P_{act})
EGM1	\$102,345.00	\$5.00	\$102,350.00	99999999	500	0.0005%
EGM2	\$12,345.00	\$1.00	\$12,346.00	99999999	100	0.0001%
EGM3	\$27,395.00	\$5.00	\$27,400.00	99999999	500	0.0005%
EGM4	\$234,897.00	\$10.00	\$234,907.00	99999999	1,000	0.0010%
EGM5	\$87,653,496.00	\$1.00	\$87,653,497.00	99999999	100	0.0001%
EGM6	\$7,645,893.00	\$2.00	\$7,645,895.00	99999999	200	0.0002%
EGM7	\$3,459,123.00	\$4.00	\$3,459,127.00	99999999	400	0.0004%
EGM8	\$37,652,934.00	\$5.00	\$37,652,939.00	99999999	500	0.0005%
EGM9	\$2,987,345.00	\$2.00	\$2,987,347.00	99999999	200	0.0002%
EGM10	\$186,395.00	\$1.00	\$186,396.00	99999999	100	0.0001%
		\$36.00				

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Level 2 (initial jackpot value: \$5,000)

EGM	Pre-game Turnover	Amount Bet (w)	Post-game Turnover (T)	Upper limit of turnover meter (L_{max})	Multiple (m)	Actual Probability (P_{act})
EGM1	\$102,345.00	\$5.00	\$102,350.00	99999999	5,000	0.0050%
EGM2	\$12,345.00	\$1.00	\$12,346.00	99999999	1,000	0.0010%
EGM3	\$27,395.00	\$5.00	\$27,400.00	99999999	5,000	0.0050%
EGM4	\$234,897.00	\$10.00	\$234,907.00	99999999	10,000	0.0100%
EGM5	\$87,653,496.00	\$1.00	\$87,653,497.00	99999999	1,000	0.0010%
EGM6	\$7,645,893.00	\$2.00	\$7,645,895.00	99999999	2,000	0.0020%
EGM7	\$3,459,123.00	\$4.00	\$3,459,127.00	99999999	4,000	0.0040%
EGM8	\$37,652,934.00	\$5.00	\$37,652,939.00	99999999	5,000	0.0050%
EGM9	\$2,987,345.00	\$2.00	\$2,987,347.00	99999999	2,000	0.0020%
EGM10	\$186,395.00	\$1.00	\$186,396.00	99999999	1,000	0.0010%
		\$36.00				

Level 3 (initial jackpot value: \$500)

EGM	Pre-game Turnover	Amount Bet (w)	Post-game Turnover (T)	Upper limit of turnover meter (L_{max})	Multiple (m)	Actual Probability (P_{act})
EGM1	\$102,345.00	\$5.00	\$102,350.00	99999999	25,000	0.0250%
EGM2	\$12,345.00	\$1.00	\$12,346.00	99999999	5,000	0.0050%
EGM3	\$27,395.00	\$5.00	\$27,400.00	99999999	25,000	0.0250%
EGM4	\$234,897.00	\$10.00	\$234,907.00	99999999	50,000	0.0500%
EGM5	\$87,653,496.00	\$1.00	\$87,653,497.00	99999999	5,000	0.0050%
EGM6	\$7,645,893.00	\$2.00	\$7,645,895.00	99999999	10,000	0.0100%
EGM7	\$3,459,123.00	\$4.00	\$3,459,127.00	99999999	20,000	0.0200%
EGM8	\$37,652,934.00	\$5.00	\$37,652,939.00	99999999	25,000	0.0250%
EGM9	\$2,987,345.00	\$2.00	\$2,987,347.00	99999999	10,000	0.0100%
EGM10	\$186,395.00	\$1.00	\$186,396.00	99999999	5,000	0.0050%
		\$36.00				

Level 4 (initial jackpot value: \$100)

EGM	Pre-game Turnover	Amount Bet (w)	Post-game Turnover (T)	Upper limit of turnover meter (L_{max})	Multiple (m)	Actual Probability (P_{act})
EGM1	\$102,345.00	\$5.00	\$102,350.00	99999999	50,000	0.0500%
EGM2	\$12,345.00	\$1.00	\$12,346.00	99999999	10,000	0.0100%
EGM3	\$27,395.00	\$5.00	\$27,400.00	99999999	50,000	0.0500%
EGM4	\$234,897.00	\$10.00	\$234,907.00	99999999	100,000	0.1000%
EGM5	\$87,653,496.00	\$1.00	\$87,653,497.00	99999999	10,000	0.0100%
EGM6	\$7,645,893.00	\$2.00	\$7,645,895.00	99999999	20,000	0.0200%
EGM7	\$3,459,123.00	\$4.00	\$3,459,127.00	99999999	40,000	0.0400%
EGM8	\$37,652,934.00	\$5.00	\$37,652,939.00	99999999	50,000	0.0500%
EGM9	\$2,987,345.00	\$2.00	\$2,987,347.00	99999999	20,000	0.0200%
EGM10	\$186,395.00	\$1.00	\$186,396.00	99999999	10,000	0.0100%
		\$36.00				

5 It is apparent in this exemplary data that the actual probabilities of winning P_{act} are tailored for each of the initial jackpot values, such that higher initial jackpot values are associated with lower probabilities and *vice versa*.

Some multi-level preferred embodiments are adapted to selectively allow entry into the various levels dependent upon the amount wagered w in each play of the

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primary game. For example, in such embodiments a relatively small wager w entitles the player to participate in a solely level 1 secondary game. However, progressively larger wagers w entitle the player to participate in higher level jackpots according to predefined wager thresholds.

5 Although the invention has been described with reference to various preferred embodiments, it will be appreciated by those skilled in the art that the invention may be embodied in many other forms. Furthermore, while the embodiments have been described in terms of the hardware which carries out the various steps of the method, the invention may also be embodied in a computer program for causing a computer to carry
10 out a method, and in a signal or data carrier carrying such a program.

CLAIMS

1. A method for awarding a prize, said method including the steps of:
 - a) determining a trigger value from within a predetermined range of values;
 - b) generating a number of random values, each of said random values being
 - 5 within said predetermined range of values;
 - c) comparing each of said random values to said trigger value; and
 - d) awarding said prize if a predetermined relationship exists between at least one of said random values and said trigger value.
- 10 2. A method for awarding a prize according to claim 1, wherein the number of random values generated in step b) is dependent upon an amount wagered.
3. A method for awarding a prize according to claim 2, wherein the number of random values generated in step b) is a multiple of said amount wagered.
- 15 4. A method for awarding a prize according to claim 3, wherein said multiple is selected in accordance with a predetermined normalised probability of winning.
5. A method for awarding a prize according to any one of the preceding claims
- 20 wherein said trigger value and said random values are integers.
6. A method for awarding a prize according to any one of the preceding claims wherein said predetermined relationship is equality between said trigger value and at least one of said random values.
- 25 7. A method for awarding a prize according to any one of the preceding claims wherein said predetermined range of values corresponds to a range of possible values associated with a meter in an electronic gaming machine.
- 30 8. A method for awarding a prize according to claim 7 wherein said meter is a turnover meter.

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9. A method for awarding a prize according to claim 8 wherein said trigger value is a turnover value at a completion of a play of the primary game of said electronic gaming machine.
- 5 10. A method for awarding a prize according to any one of the preceding claims wherein said method is implemented upon a plurality of networked electronic gaming machines.
11. An apparatus for awarding a prize, said apparatus including:
10 means for determining a trigger value from within a predetermined range of values;
a random value generator for generating a number of random values, each of said random values being within said predetermined range of values; and
a processor in communication with said means for determining a trigger value
15 and said random value generator for comparing each of said random values to said trigger value so as to award said prize if a predetermined relationship exists between at least one of said random values and said trigger value.
12. An apparatus for awarding a prize according to claim 11, wherein the random
20 value generator includes an input adapted to receive data indicative of an amount wagered and whereby the number of random values generated by said random value generator is dependent upon said amount wagered.
13. An apparatus for awarding a prize according to claim 12, wherein the number of
25 random values generated by said random value generator is a multiple of said amount wagered.
14. An apparatus for awarding a prize according to claim 13, wherein said multiple is dependent upon a predetermined normalised probability of winning.
- 30 15. An apparatus for awarding a prize according to any one of claims 11 to 14 wherein said trigger value and said random values are integers.

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16. An apparatus for awarding a prize according to any one of claims 11 to 15 wherein said predetermined relationship is equality between said trigger value and at least one of said random values.

5 17. An apparatus for awarding a prize according to any one of claims 11 to 16 wherein said predetermined range of values corresponds to a range of possible values associated with a meter in an electronic gaming machine.

18. An apparatus for awarding a prize according to claim 17 wherein said meter is a
10 turnover meter.

19. An apparatus for awarding a prize according to claim 18 wherein said means for determining a trigger value is in communication with said turnover meter and whereby said trigger value is equal to a turnover value at a completion of a play of the primary
15 game of said electronic gaming machine.

20. An apparatus for awarding a prize according to any one of claims 11 to 19 wherein said apparatus includes a plurality of networked electronic gaming machines.

20

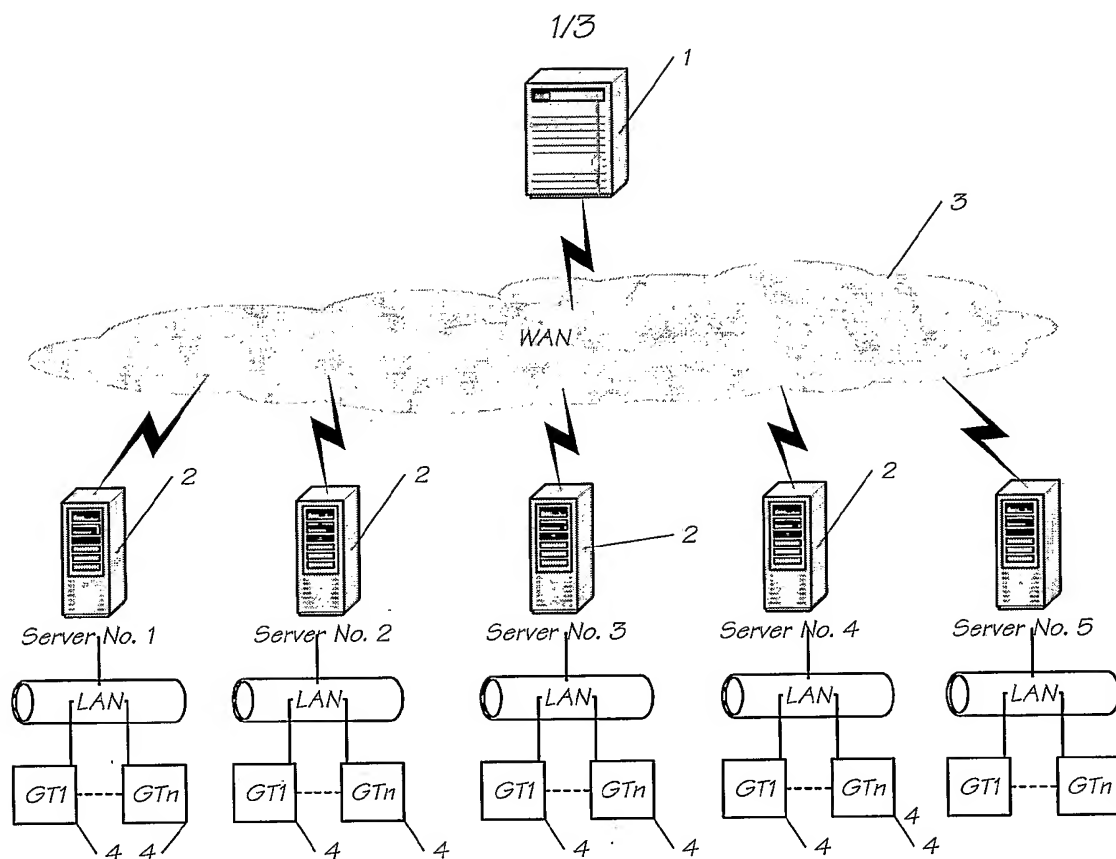


Figure 1

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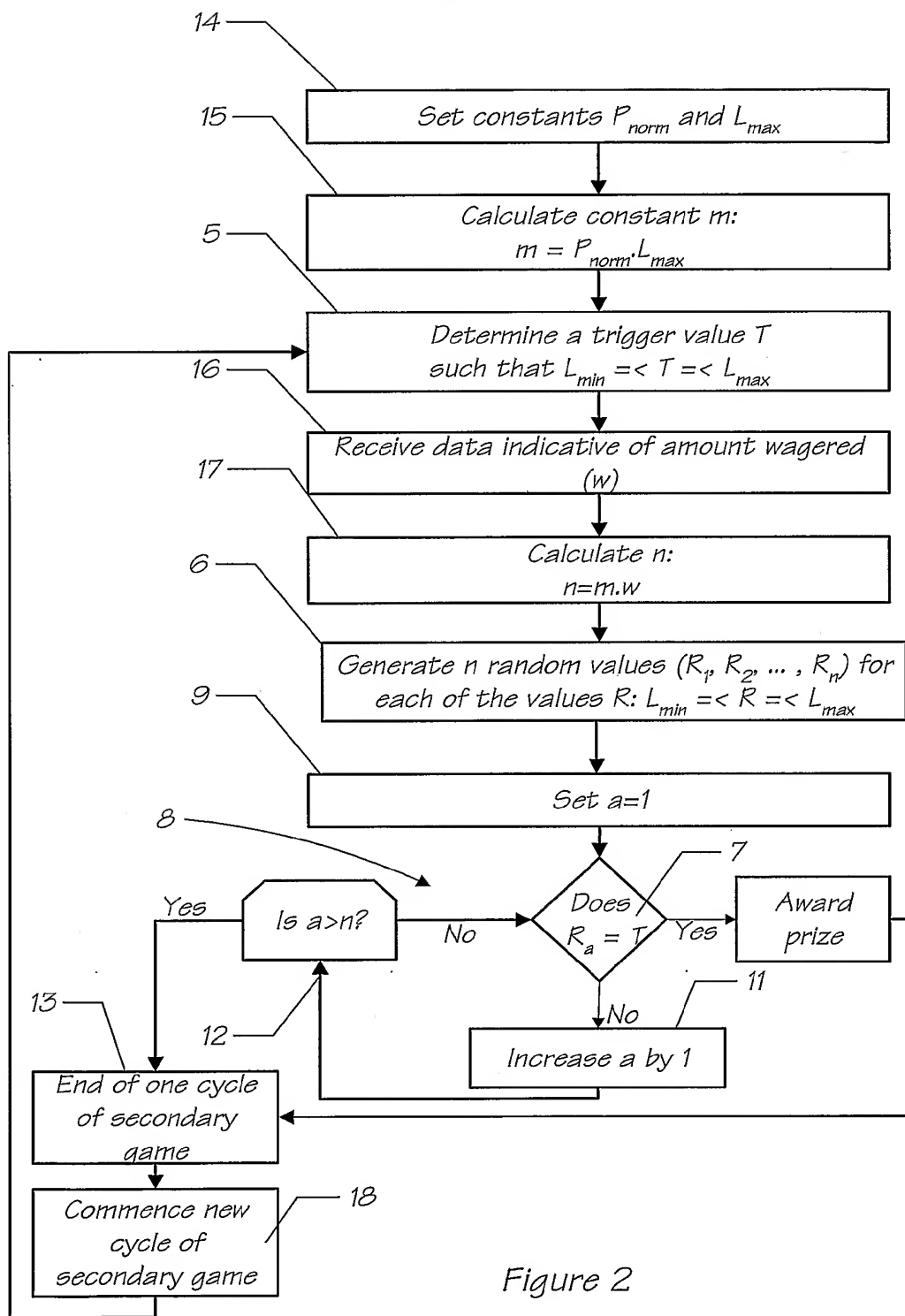


Figure 2

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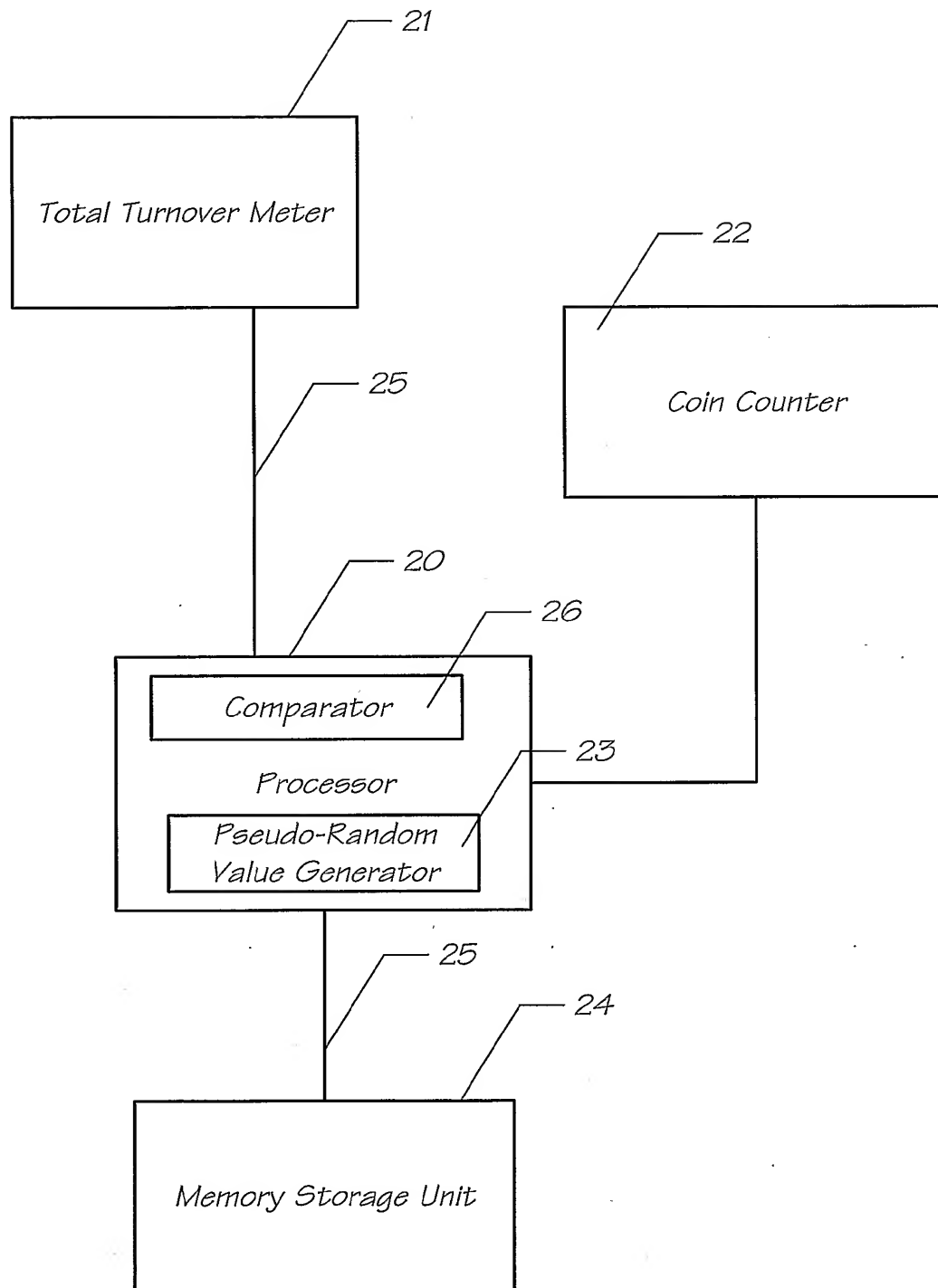


Figure 3

INTERNATIONAL SEARCH REPORT

International application No.
PCT/AU2005/000669

A. CLASSIFICATION OF SUBJECT MATTER Int. Cl. ⁷ : A63F 013/12 According to International Patent Classification (IPC) or to both national classification and IPC		
B. FIELDS SEARCHED Minimum documentation searched (classification system followed by classification symbols) Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched Electronic data base consulted during the international search (name of data base and, where practicable, search terms used) WPAT: IPC Mark, keywords-trigger, threshold, jackpot		
C. DOCUMENTS CONSIDERED TO BE RELEVANT		
Category*	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
X	WO 2001/015790 A (GOLDEN CASKET LOTTERY CORPORATION LIMITED) 8 March 2001 Entire document	1-20
X	AU 2003203674 B (UNITAB LIMITED) 16 October 2003 Entire document	1-20
X	AU 199943453 B (NEURIZON Pty Ltd) 23 December 1999 Entire document	1-20
X	AU 200165573 A (AWA Limited) 28 February 2002 Entire document	1-20
<input type="checkbox"/> Further documents are listed in the continuation of Box C <input checked="" type="checkbox"/> See patent family annex		
* Special categories of cited documents: "A" document defining the general state of the art which is not considered to be of particular relevance "E" earlier application or patent but published on or after the international filing date "L" document which may throw doubts on priority claim(s) or which is cited to establish the publication date of another citation or other special reason (as specified) "O" document referring to an oral disclosure, use, exhibition or other means "P" document published prior to the international filing date but later than the priority date claimed	"T" later document published after the international filing date or priority date and not in conflict with the application but cited to understand the principle or theory underlying the invention "X" document of particular relevance; the claimed invention cannot be considered novel or cannot be considered to involve an inventive step when the document is taken alone "Y" document of particular relevance; the claimed invention cannot be considered to involve an inventive step when the document is combined with one or more other such documents, such combination being obvious to a person skilled in the art "&" document member of the same patent family	
Date of the actual completion of the international search 25 July 2005		Date of mailing of the international search report 5 AUG 2005
Name and mailing address of the ISA/AU AUSTRALIAN PATENT OFFICE PO BOX 200, WODEN ACT 2606, AUSTRALIA E-mail address: pct@ipaaustralia.gov.au Facsimile No. (02) 6285 3929		Authorized officer JYOTI SHAMDASANI Telephone No : (02) 6283 2836

INTERNATIONAL SEARCH REPORT

Information on patent family members

International application No.

PCT/AU2005/000669

This Annex lists the known "A" publication level patent family members relating to the patent documents cited in the above-mentioned international search report. The Australian Patent Office is in no way liable for these particulars which are merely given for the purpose of information.

Patent Document Cited in Search Report	Patent Family Member

Due to data integration issues this family listing may not include 10 digit Australian applications filed since May 2001.

END OF ANNEX